

Ethan Charette

GAME DEVELOPER

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EDUCATION

BSc GAME Programming

Brock University

Advanced Diploma in Game Dev

Niagara College

Sept 2022 - April 2026

PROGRAMMING

C#

C++

Java

Python

HLSL

HTML

CSS

ENGINES & SOFTWARE

Unity

Unreal

Godot

UITK

Blueprint

Github

P4 Plan (Hansoft)

CORE SKILLS

Gameplay systems

UI/UX

AI programming

Shader/VFX

Tech Lead

AWARDS

Spirit Award, Year 3

Professor-selected, Game Programming Program

Brock Entrance Scholarship

Awarded for Academic Excellence

PROFILE

Passionate, well-rounded game developer specialising in gameplay systems and UI/UX, with a keen eye for where design and code intersect. Led teams through full production cycles, shipped to Steam, and worked across Unity, Unreal, and Godot.

EXPERIENCE

Junior Programmer Intern

Apr - Aug 2025

Devil's Cider Games

Designed and implemented framework systems for a mobile title. Combat, inventory, crafting, and encounter management. Delivered clean, modular code that accelerated content iteration.

ACADEMIC PROJECTS

Maid Mayhem – Technical Lead

Sept 2025 - April 2026

3D Unity - 11 Developers, Steam Title

Architected core systems for a 2-4 player 3D party brawler game. Led 5 programmers towards a clean, scalable codebase. Built and iterated on all major gameplay systems: combat, player controllers, and match lifecycle.

★ Awards:

1st Place Player's Choice – presented by Ubisoft Toronto, Level Up Showcase 2026

2nd Place Best Audio – Level Up Showcase 2026

Hardly Workin – Team Lead

Sept 2024 - April 2025

3D Unity - 7 Developers, Steam Title

Directed a 7-person team through agile production cycles. Contributed directly to UI/UX, AI systems, animation pipelines, VFX, and SFX.

Flicker - Lead Programmer

Jan - April 2024

2.5D Unity - 5 Developers

Designed core gameplay systems and optimised performance for target hardware. Worked in close collaboration with designers to ensure creative vision was met.